SPACE BEAM

NANAO

The Nanao Corporation introduces another Proven Profit Maker Space Beam A full color 19" monitor video game

Market tested in several U S areas and locations side by side with the toughest competition

For Distributor and Specifications, call Joseph Alterescu, VP / Video Prod Div
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SPACE BEAM

ENGINEERED TO PROTECT THE DISTRIBUTOR'S AND OPERATOR'S INVESTMENT

Based on Nanao's expertise in meeting the requirements of some of the top video game firms. And specially designed to meet the real life conditions of the various locations in the U.S. via the Distributor to Operator to Location marketing system.

Minimizing: Location Down Time, Service Calls, Parts Inventory.

Designed for damage free and easy moving from location to location. Mounted on heavy duty rubberized casters, with human-engineered hand grip for ease of handling by only one serviceman.

Operator Options: To reduce or increase players' Space Ships.

Dimensions:	Height	170 CM	67"
	Width	65 CM	26"
	Depth	85 CM	33"
	Weight	130 KG	287 lbs
	Monitor	19" Full Color Display	

Space Beam—one on one combat between the player and "thinking" Alien Space Ships, with increasing excitement factors, such as

Alien Space Ships—with variable direction and speed attack modes, has own computer system, which adjusts its movements and attacks against each player's skill and strategy.

Space Beam Destruct Range—for both player and Alien ships, controlled by separately displayed Fuel Energy levels that deplete each time player and Alien fire their Space Beams. Fuel Energy levels increase at different rates for player and Alien, constantly affecting destruct range of each as well as their strategy for either an attack or evasive mode.

Positive Controls (Based on our Human Engineering Studies)—Pushbuttons are provided for moving player's Space Ship from right or left and for firing Space Beam at Alien ship. Pushbutton controls have been specially designed for instant positive reaction to the touch of both new and experienced player.

FEATURES

19" Full Color Monitor Displays
Six separate programs, three skill levels, bonus/credits display after completing each program.

High score and high scorer's name displayed alternately with lower scores of the four most recent players. One or two player scoring six digits to 999,990. 5,000 point score gives player additional Space Ship.

Space Beam's Destruct Range—Fuel Energy levels displayed by multi-colored separate fluid-type bar graphs for both player and Alien Space Ship.

Monitor in idle mode sequentially displays all phases of of game theme action, high score and scorer's name, and instructions for one or two players.

Player Control Station includes non destruct-type overlay panels with simple and clear data for game instructions strategy and objective, plus scoring and skill levels.

Manufactured by:
Nanao Corporation
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Marietta, GA 30067

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